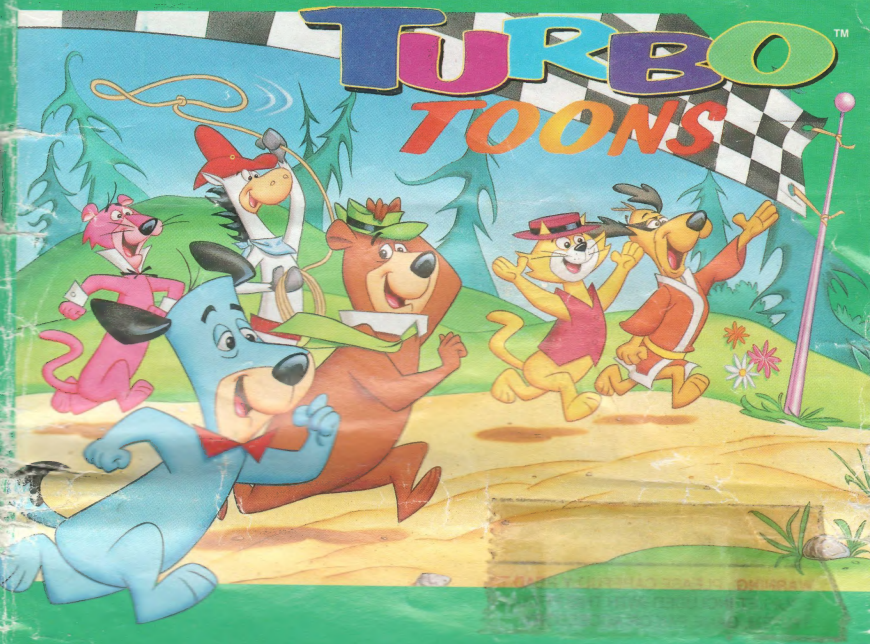
SNSP-ATTP-EUR

TURBO TOONS™



INSTRUCTION BOOKLET
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TM
SUPER NINTENDO
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TURBO TOONS™

ENGLISH

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ITALIAN

Hanna Barbera's Turbo Toons is an excitingly addictive five player simultaneous racing game. There are over 30 different tracks to choose from, and 6 different classic characters you can race with. In addition to the 6 characters you can race with, many other classic characters will appear at various points in the game.

- The game also features four different modes of play:
- Training mode, Single race mode, League race mode and the thrilling Challenge mode.
- There are hidden tracks and leagues to be found, in addition to a hidden way of getting your character to take corners very quickly.

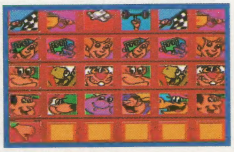
Let the fun begin!

GETTING STARTED

Follow these directions to play Hanna Barbera's Turbo Toons...

1. With the Power switch off, place the game pak into your Super NES.
2. If you have a Multi-Tap™ adapter make sure it is connected to controller socket 2.
3. Make sure your television is connected and turned on.
4. Turn on the Power switch on the Super NES.
5. After a while the Turbo Toons title screen should appear. Pressing START on any controller now, will put you into training mode. Have fun!
6. If you haven't got a Multi-Tap™ with three extra controllers, get them. Turbo Toons is at its best with five people playing.

OPTIONS SCREEN



Pressing **SELECT** (on any controller) while the game is in attract mode will bring up the options screen.

Use up or down on the joypad to select a row. Then use left or right to select an item on the row.

Press **START** to begin a race or **SELECT** to return to the title screen.

FIRST ROW SELECTS MODE OF GAME:

- WEIGHTS - TRAINING MODE (DEFAULT)
- FLAG - SINGLE RACE
- CUP - 5 RACE LEAGUE
- CLOUD - CHALLENGE MODE (see later for more on these)

SECOND ROW SELECTS EITHER:

- JUST HUMAN PLAYERS
- HUMAN AND COMPUTER PLAYERS (DEFAULT)
- JUST COMPUTER PLAYERS

THIRD ROW SELECTS WHICH LEAGUE TO PLAY:

- MAGILLA GORILLA'S GOBLET
- TOUCHE TURTLE'S SHIELD
- RICOCHET RABBIT'S TROPHY
- AUGIE DOGGIE'S BOWL * * This league won't be available to begin with.

FOURTH ROW SELECTS WHICH TRACK TO PLAY:

- RANGER SMITH'S JELLYSTONE PARK
- BENNY THE BALL'S ALLEYWAY
- WALLY GATOR'S SWAMP
- BREEZLY'S NORTH POLE
- SQUIDDLY DIDDLY'S SEA BED

FIFTH ROW IS USED TO SELECT PASSWORDS TO GIVE YOU ACCESS TO EXTRA SECTIONS OF THE GAME:

Yellow, Red, Green, Blue, White or Black

A Password will appear on this row when you reach certain goals in the game.

To change the password, move the cursor to the right to select the colour block you wish to change. Pressing up or down on the joypad will change the colour of the the selected block. Once the block is the desired colour press left or right on the joypad to select the next block you wish to change.

A thumbs down mean the current password is no good, a thumbs up means that the password is OK.

CHARACTER SELECTION SCREEN

After at least one player has pressed **START**, the character selection screen will appear. Any player who wishes to compete in the next race must press **START** on their own controller. On the selection screen, rows **1UP** to **5UP** are accessed by controllers 1 to 5.

For every player who has pressed **START**, six icons representing the available characters will appear on their row. Left and right on the joypad selects a certain character any button chooses that character. Each character can only be chosen by one player. Characters that have already been chosen appear half bright.

Once a character has been chosen the player may enter his or her initials. Use the joypad to select a letter of the alphabet and either **B** or **A** to enter that letter, and either **Y** or **X** to go back to a previous letter. Alternatively you may skip this part by pressing the **START** button.

After all players have chosen a character and entered their initials the game will proceed to the racing.

THE COMPETITORS

TOP CAT

Cornering is no problem for Top Cat, he sticks to the track like glue. He's fairly average elsewhere, however.

QUICK DRAW MCGRAW

Quick Draw is a very fast racer, it might take him a while to get going, but he's unbeatable once he's at full speed.

YOGI BEAR

Yogi is a good all rounder, above average in most respects, however too many picnic snacks means that he is the least fit of all the characters.

SNAGGLEPUSS

Snagglepuss can easily leave the rest behind at the start, with superb acceleration and good top speed he is certainly a Turbo Toon. But don't take those corners too quickly though.

HONG KONG PHOOEY

Like Snagglepuss, Hong Kong Phooey has great acceleration but relies on a good level of fitness instead of high top speed to see him through the rest of the race.

HUCKLEBERRY HOUND

Huckleberry is the fittest of all the characters and can corner quite well, sadly though his top speed is well below average.

HOW TO RACE

At the beginning of each race, Captain Caveman will count down on the videoscreen. When he holds up a sign saying "GO!" it's time to start racing!

Each race lasts for five laps of the track. The starting positions are random. To get your character moving all you have to do is press the joypad in the desired direction, the character will accelerate automatically so long as the joypad is pressed.

If you wish to accelerate more rapidly press the turbo button for a few seconds. This will use up the characters energy, however, so use turbo with caution.

By jumping into other characters you can stun them for a couple of seconds. This can make overtaking a lot easier. There are ways to stop other characters stunning you, but it's up to you to find out how!

As the race proceeds magic crystals will appear. It is normally a good idea to try and collect these. (See later for more infomation)

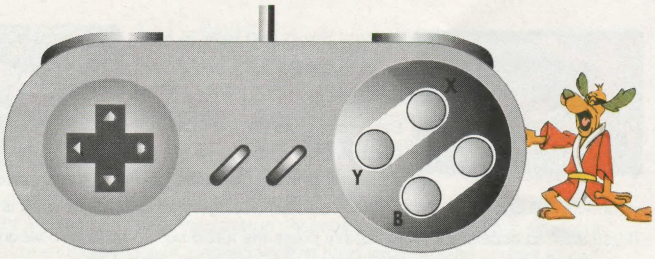
Watch out for other Hanna Barbera Classic Characters popping up during races, they can get in your way and hinder your progress. There are ways to use them to your advantage, but it's up to you to find out how again!

During the race the videoscreen displays the characters in the same order as they are in the race. Beneath each character's face is a bar that represents the amount of energy that character has remaining. Every time you complete a lap, the lap number of the lap you are starting will be displayed on the videoscreen.

When a character starts the final (5th) lap of a race a bell will sound three times. Captain Caveman will wave the winning flag as soon as any character wins the race.

When a character completes a race they will go transparent, the computer will take control of the character and the finishing position will be displayed on the videoscreen. Once all human controlled characters have finished, the race will end.

CONTROLS



L + R + START + SELECT resets game (takes you to the title screen)

B - Turbo (uses up energy) **Y or X** - Jump

A - Brake **START** - Pause/Resume

While the game is paused, once one character has completed the race, pressing **SELECT** will skip the rest of the race.

HINTS AND TIPS

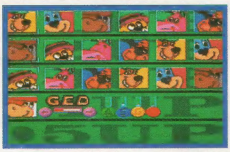
Using the jump button and joypad in a special hidden way it is possible to hop around corners very quickly!

Turbo is best saved for when your character is moving slowly.

Look carefully, some tracks have hidden short cuts.

Once the entire game is completed against the computer, you will be in for a speedy surprise!

TRAINING MODE



When you first play the game it will go intoTraining Mode. This is a very easy five lap race where you can practice racing, the track featues lots of different track surfaces.

Once you have completed the race the game will return to the title screen. To practice some more, simply press the **START** button again.

When you feel that you want to try something different, go to the options screen by pressing **SELECT** on the title screen.

SINGLE RACE MODE

This is a single race of five laps. The computer contolled characters will be tougher to beat than in training mode. You can also chose to race on any of the available tracks.

When the race is completed, the final positions will be displayed together with the times taken to complete the race.

LEAGUE MODE

Each League consists of five races. Each league has a different difficulty level.

MAGILLA GORILLA'S GOBLET (EASIEST)
TOUCHE TURTLE'S SHIELD
RICOCHET RABBIT'S TROPHY
AUGIE DOGGIE'S BOWL (HARDEST)

You get 4 points for winning a race, 2 for second and 1 for third. In addition to the points you also get a number of bonus crystals equal to the number of points you won.

The starting positions for the first race are chosen at random, for the remaining races the starting positions are the same as the league positions. It pays to be leading in the league.

After a race the finishing positions and finishing times will be displayed. After this the overall league positions will be shown.

Between races players can spend any white crystals they have collected to improve the character's stats.(see later)

If you complete Ricochet Rabbit's Trophy and win the entire league against the computer, you will be given a password on the options screen, that will enable you to access Augie Doggie's Bowl.

CHALLENGE MODE

The aim is to be the first player to collect 50 crystals. There is no starting and finishing line, and no time limit. Characters have unlimited energy, so they may use turbo at all times.

No computer controlled opposition is available, at least two people should play. However, one player can practice the challange mode on their own.

As long as two or more players are competing, one will always have the virus.

Unlike a normal race, big crystals will appear which are worth a lot more than small crystals.

Otherwise, the challenge mode plays like a normal race.

CHARACTER STATS

The characters all have a number of different stats.

ENERGY:

This is represented by the bar under the chracters face on the video screen. If a character has no energy left the character is unable to use Turbo power. Collecting red hearts during a race replenishes some of the characters energy. Additionally, characters will slowly regain energy during a race. On later leagues the energy is regained at a slower rate.

ACCELERATION:

This is represented by the **'A'** column on the character selection screen. The greater a character's Acceleration level the more rapidly they will reach their top speed. Collecting a green crystal will temporarily boost the character's acceleration to maximum.

SPEED:

This is represented by the **'S'** column on the character selection screen. The greater a character's Speed level the faster they will be able to run. Collecting a blue crystal will temporarily boost the character's top speed to maximum.

GRIP:

This is represented by the **'G'** column on the character selection screen. The greater a character's Grip the more quickly the character will be able to corner. They will also slip less on slippery surfaces. Collecting a yellow crystal will temporarily boost the character's grip to maximum.

FITNESS:

This is represented by the **'F'** column on the character selection screen. The greater a characters Fitness the more slowly energy will be used up when the player is using the Turbo button. During a race a characters energy level will slowly increase, so don't worry too much if it runs out.

CRYSTALS AND THE VIRUS

During the game different crystals can be collected:

- WHITE - NORMAL CRYSTAL, CAN BE SPENT ON SPENDING SCREEN
- BLUE - TEMPORARY BOOST OF SPEED
- YELLOW - TEMPORARY BOOST OF ACCELERATION
- GREEN - TEMPORARY BOOST OF GRIP
- RED - INCREASES ENERGY LEVEL
- BLACK - GIVES CHARACTER A VIRUS

You can tell if a character has the virus because there will be a raincloud above his head. Only one player can have the virus at any time.

If a player has the virus they are unable to collect crystals.

You can give a virus to another player by running into them. The only other way of losing the virus is for another player to collect a black crystal.

When a player passes on the virus he is safe from getting it back for a couple of seconds.

SPENDING SCREEN

After a league race, crystals can be spent to improve a characters stats.

Each button spends a crystal on a different stat. Be careful though,

once you have spent a crystal you cannot get it back.

Y button - More Acceleration

X button - More Speed

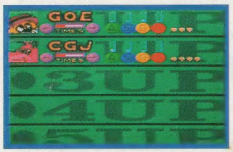
B button - More Grip

A button - More Fitness

L button - Exchanges energy for a crystal

R button - Exchanges a crystal for more energy

Press **START** when you have finished spending your crystals.



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